

TAITO





Dumbfounded a

The picture is powerful, the sound dynamic! This scrolling shooting game utilizes the screen bot

■Features:

- The adaptation of a half mirror helps SAGAIA create forceful and compelling images. With this adaptation and compactly designed screen, SAGAIA's scenes scroll one after the other to visually overwhelm the player.
- The shooting sound of this game are so awesome that the players pulse will beat faster.
- Depending on the course selected, the player can expect the unexpected!
- After successfully bombing a huge battleship, the player will be given the option of the next course. The player's fate depends on that selection.
- The new power increasing unit enhances the players' defenses. When a player successfully takes the power unit, the player's power increases. This increase in power includes both nuclear attack and a stronger defense.

■How to play:

- The first player controls the red fighters.
- The second player controls the blue fighters.



THE 6-WAY JOYSTICK should be used when a player wants to move.

A-BUTTON (marked to be used in the air).

S-BUTTON (marked to be used on the ground).



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- **THE SUN ZONE** The enemy in this zone is a Lion-Fish. His weak point is inside his mouth. First, attack the right side—once the Lionfish is beaten, they attack the Angler's head, then fight against the Balloon Fish which will appear out of the Angler's belly.
- **THE VENUS ZONE** The enemy in this zone is an Octopus, which launches small Octopuses and even smaller Octopuses.
- **THE JUPITER ZONE** There are three means of attacking. The last enemy is a formidable enemy, Silver Big, which employs a deadly lethal beam to attack the player. In addition to those o





gain by SAGAIA!

th vertically and horizontally! A player can reach SAGAIA after successfully clearing all obstacles.

- By destroying specific enemies, a player can receive a power-up unit. Depending on the selection of items (presented in different colors), the player will get a specific increase in power.
- The game is over when the player's stock runs out or the player clears the last one. SAGAIA features the continue play option.
- Every zone has specific features. Starting from the Sun Zone, a variety of zones appears against beautiful pictures of various planet, the moon surface, a cosmic city, the arctic region, and so on. The game is completed when the player clears the Jupiter Zone.



- When a player's fighter hits against an enemy, rock or building, the fighter is lost.
- By marking a score which is within the leading 100 places, the initial of the player's name is registered.
- Participation on the way or continued play is always possible.

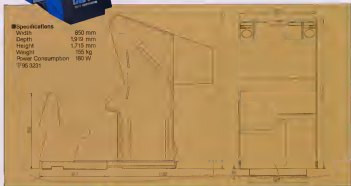
other Los-Fish will appear. The A-missile will kill it in one stroke. ●THE MERCURY ZONE The enemies in this scene are Angler and Balloon Fish. First, a Moray Eel which coils itself up and charges at the player. ●THE EARTH ZONE The enemy is a Moray Eel which coils itself up and charges the player. Three kinds of enemies in this zone: The first is an Angelfish which uses wide-wave bombs to fight. The second is a tentus, which multiplies and magnifies itself. enemies, the characters from the original DARIUS including the Coelacanth, Pteron, Turtle and Sea Horse appear again.





■ Specifications

Width	850 mm
Depth	1,912 mm
Height	1,715 mm
Weight	155 kg
Power Consumption	180 W
T'95 3231	



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TAITO AMERICA CORPORATION

680 S. Wheeling Road
Wheeling, IL 60090
Telephone (312) 520-9380
Facsimile (312) 580-1309

TAITO EUROPE CORPORATION LIMITED

81 Tottenham Court Road
London, W1A 1ET England
Telephone (01) 435-8801
Facsimile (01) 631-1495

TAITO CORPORATION

C.P.O. Box 1184 Tokyo 100 91, JAPAN
Telephone (03) 223-4637 Telex 222931 EPTWA
Cable OPTWA TOKYO
Facsimile (03) 263-0296